

SOLDIER OF LIGHT

(Xain'd Sleena)



Red hot from the arcades, Soldier of Light—the official TAITO conversion—is the greatest blast around! You, Xain—crack stormtrooper of the Federation—have been given the awesome task of saving all the planets of the galaxy from the invading forces of the Empire!

Travel to each planet in turn; survive the merciless onslaughts of the enemy forces and extremes of environment ranging from volcanic wasteland to pre-historic jungle. Collecting better and better weaponry, prepare yourself for the showdown with the giant Robotrooper and ancient ruined temple guarded by fearsome beasts!



OFFICIAL COIN-OP CONVERSION!
 "...certainly one of the most eagerly awaited arcade tie-ins..." — CRASH



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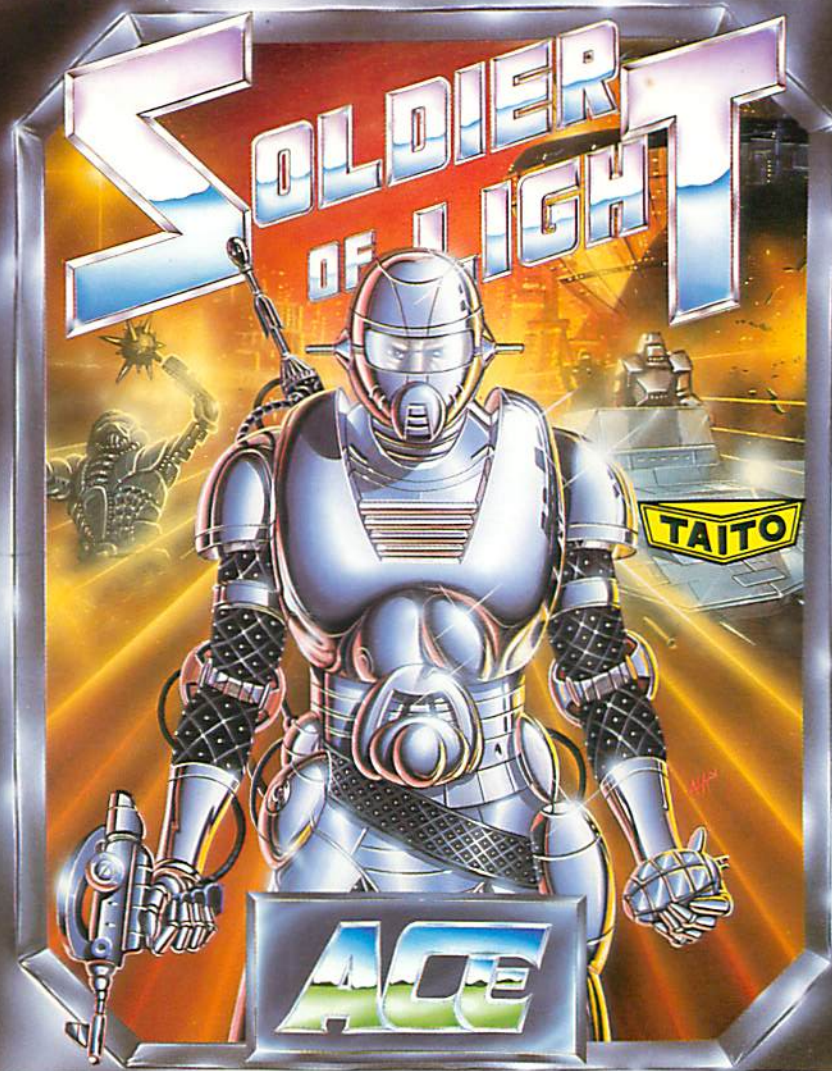
IT'S HOT! PLANET AFTER PLANET OF ACTION — From
ACE: The new name for the best in coin-ops!

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SOLDIER OF LIGHT

ATARI ST DISK ACE22ST



SOLDIER OF LIGHT

LOADING

ST/AMIGA: Place disc in the drive when computer is switched off, and then switch it on. The game will automatically load and run.

C64/128: Load by entering LOAD """,8,1 and game will automatically load and run.

CONTROLS

This game plays with joystick only.

C64/128: Use joystick in Port 2.

AMIGA/ST: Use joystick in the joystick port.

ESC—RESTART GAME.

XAIN: YOUR MISSION

Galactic High Command have issued a directive: Xain, your mission is to rid the galaxy of all of the Federation's infiltrators. Three planets in the sector have been invaded, and the space between them is infested with Federation attack craft!

Equipped with your ex-skeleton armour and jet boots, your task, Xain, will be made only slightly easier by the presence on the planets of armament pods. You have your standard equipment single skim laser, of course, but the armour piercing lance, double shot fire balls and triple blasters are scattered over all creation, due to computer malfunction at Central Control. And it isn't as if the pods will be very revealing themselves—Central missed off the identifiers too! GHC recommend a tactic of blasting through, stopping for nothing and no one . . . save to grab a new weapon from a pod in the hope that it's more effective than the one you're carrying at the time.

But be warned . . . there's a strict time limit on your ex-suit's reserve supplies. So get in and out as fast as you can on each planet! And be warned too, that in the time it takes you to rid all three planets of the Federation's forces, they will probably have had time to invade at least one of the planets again!

GOOD LUCK, XAIN, YOU'LL NEED IT!

SOLDIER OF LIGHT—THE COIN-OP HIT FROM 'TAITO' IN YOUR OWN HOME!

Look out for **ALIEN SYNDROME** from **SEGA**, also on the **ACE** label, and other state-of-the-art conversions from **ACE**—the new name for excellence in computer games!

CREDITS: Coding—Glyn Kendall
Graphics—Tahir Rashid
Michael & Ian Jones

ST/AMIGA

C64/128